

SNSP-AWJP-UKV



# INTERNATIONAL SUPERSTAR SOCCER™



# **SUPER NINTENDO™**

**ENTERTAINMENT SYSTEM**

**PAL VERSION**

**INSTRUCTION BOOKLET**



# **KONAMI®**



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## Notes

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# Connecting Controllers

## For 1- or 2- Player Games

Player One controller goes in Control Port 1 of the Super Nintendo Unit, Controller 2 goes in Control Port 2.

## For 3- or More Player Games

Player One Controller goes in Control Port 1, MultiTap™ goes in Control port 2. Connect Controllers to MultiTap™ in order.



## Starting Up

1. Put in cartridge and turn on machine. After the Title screen there is a game demo. Press Start at any time to call up the Game Mode options.
2. The ⬆ Control Pad moves the Cursor to an option, and Button A selects it.



## Game Modes

**Open Game** (for 1 to 4 players) ..... Page 5

**Open Game:** One-game soccer match between any two teams.

**Short League:** Play all the teams in order.

**Short Tournament:** A knockout series against various teams.

**International Cup** (for 1 to 4 players) ..... Page 5

**Elimination Round:** 36 teams compete in 12 blocks for the Cup.

**Preliminary Round:** 24 teams play in 6 blocks.

**Tournament:** 16 teams play each other in an elimination tournament.

**World Series** (for 1 to 4 players) ..... Page 5

36 teams play in a series of stages (over 70 games in all) to determine the Series Champions.

**Password** ..... Page 15

**P.K. (Penalty Kick)** (for 1 to 4 players) ..... Page 14

Challenge your friends or the computer in a Penalty Kick battle.

**Scenario Mode** (for 1-4 players only) ..... Page 14

Choose from any of the 12 game scenarios.

**Training Mode** (1 player only) ..... Page 15

Learn the basics and challenge yourself to beat the clock!

**Options** ..... Page 15

Change some of the game settings.





## Open Game, Mini Tournament

1. Select an option with the + Control Pad.
2. Select the number of players with the + Control Pad and press Button A.
3. Select the country to play in. The L and R buttons change the area of the globe displayed. The + Control Pad changes the country, and Button A selects it.
4. Select the stadium and change the Pitch type. L and R Buttons cycle through the Stadium choices, the + Control Pad changes the Pitch type. Press Button A to select and return to the Settings screen.
5. Set the Handicap next. The + Control Pad changes the number of players to use in the game and their skill level. Press Button A to select and return to the Settings screen.



## International Cup Game Settings

1. Select the country to play in. Buttons L and R change the area of the globe displayed. The + Control Pad changes the country, and Button A selects it.
2. Use the + Control Pad to select various game settings, Button A selects and brings you to the Edit screen.



## World Series Game Settings

1. Select the country to play in. Buttons L and R change the area of the globe displayed. The + Control Pad changes the country, and Button A selects it.
2. Use the + Control Pad to select the day's game conditions. Press Button A to enter the Edit screen.





## In the Match

1. In the Edit screen, select the game conditions. Press Button A to start the game.

**Note:** Access the Edit screen at any time before the match begins., See page 10.

2. Confirm game settings. Button A confirms the settings, Button B returns you to the Settings screen.

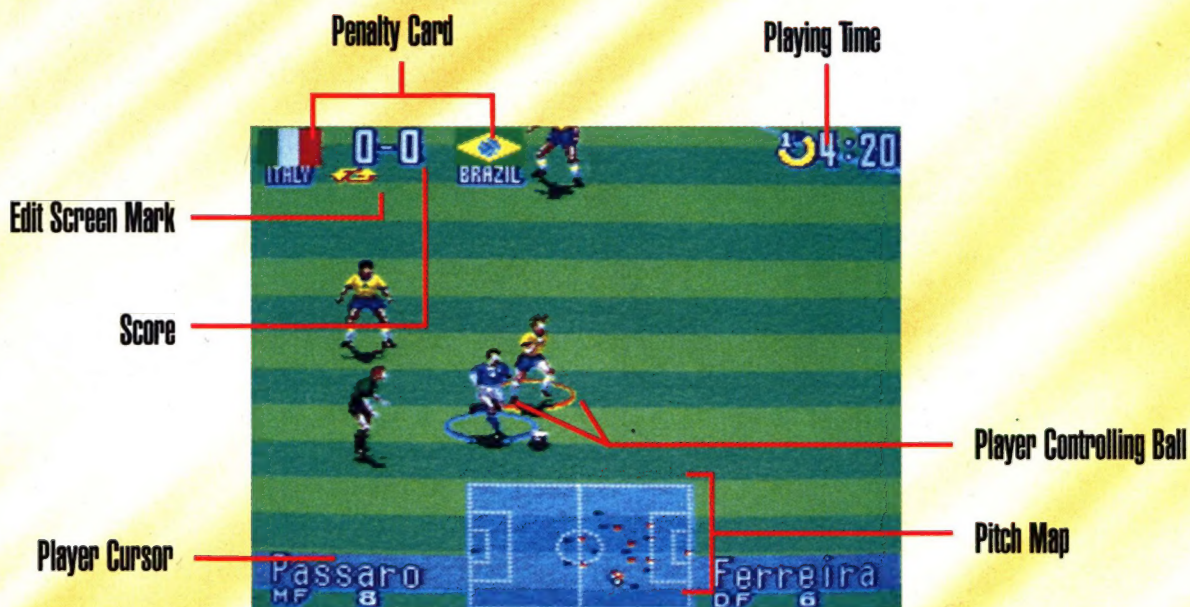
**Note:** Make sure you know the various Cursor types used in the game.

3. Next is the coin toss, to decide which team starts with the ball.

### Player Cursor Icon



## Game Screen







# Game Rules and Option Settings

- All game Modes follow standard Soccer rules.
- Press SELECT during the game to display a mark beneath the score. This means that when the ball goes out of play you automatically enter the Edit screen.
- You can change up to four players during the game (except players who have been sent off for a Red Card penalty).
- The team that has been fouled against receives a free kick against the fouling team.

## Rules for specialty Fouls (such as Sliding Tackles)

- Two Yellow cards count as one Red Card. Receive three Yellow cards and that player cannot compete in the following match.
- A Red Card means that player is benched for the remainder of the game (no replacement is allowed).
- In Open games the Yellow and Red Card rules do not apply.

## Setting Screen

*(screen shows default settings)*

PICK MEMBERS	Change Team Members
FORMATION	Change Formations
STRATEGY	Strategy—4 Types
	Strategy Description
	Button A—Strategy set/No Strategy set
	Button B—Strategy set/No Strategy set
	Button X—Strategy set/No Strategy set
	Button Y—Strategy set/No Strategy set
MARKING	No Players Marked
KEY CONFIG	Auto Keeper
CHANGE CURSOR	Type A
	Location A
UNIFORMS	Change Strip Colors
PARAMETERS	Change Team Abilities (Pregame only)





# Changing Settings in the Edit Screen

## Edit Screen Button Functions

D Cycles through Choices, A Selects, B returns to previous screen

## Member Change, Free Kick and Corner Kick Settings

1. Button L selects number and position, Button R changes position, checks Yellow and Red Cards.
2. The + Control Pad selects player, Button A changes to different player.



**Note:** For FK (Free Kicks), and CK (Corner Kicks) highlight FK CK with the + Control Pad and press Button A to select.

When finished highlight Exit or Reset with the + Control Pad and press Button A. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.



## Formation Settings

### Formation Type

1. The + Control Pad sets formations. Reset reverts the settings to default. Button A confirms settings.



### Positioning Window

1. The + Control Pad picks players.
2. The + Control Pad positions players.
3. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

### Zone Positioning Window

1. The + Control Pad picks zone.
2. The + Control Pad repositions zone area.
3. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

### Player Type Window

1. The + Control Pad sets Player Type Cursor on player. DF (Defense) or MF (Midfielder) are your choices.
2. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

When finished highlight Exit or Reset with the + Control Pad and press Button A. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.





## Strategy Type Window

1. Pick one of the four strategy numbers.
2. Select the button to be assigned to that strategy number.
3. Select the strategy from those displayed at the bottom of the screen.
4. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.



**Note:** When playing, change game strategies by pressing L then pressing the appropriate strategy button.

### Strategy Display Options

1. Choose to display or not display strategy changes as they happen. No Display means the strategy change isn't displayed. Display Only means that only the Strategy number is displayed. Full Display means that strategy and explanation are all displayed.

**Note:** Strategies are displayed at the bottom of the screen.

When finished highlight Exit or Reset with the + Control Pad and press Button A. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.



## Marking Players

1. Button L selects the player number and position. Button R checks the Yellow and Red Cards.
2. The + Control Pad selects the player to mark.
3. The + Control Pad selects the marking player. Button B cancels the mark.

When finished highlight Exit or Reset with the + Control Pad and press Button A. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.



## Key Config and Button Functions Options

1. The + Control Pad selects the button to change.
2. The + Control Pad selects the new button, and Button A sets the new button configuration.

### Notes

- You can change button configurations for up to four Controllers.
- You must select the Controller type from those displayed at the bottom of the screen by pressing L and R.

When you've finished changing settings, go on to the Edit screen.







# Edit Screens

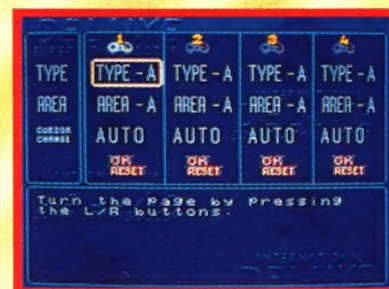
## Edit Screen Button Functions

D to Highlight, A to Select, B to return to previous setting



## Cursor Change and Cursor Type Settings

1. Pick Cursor type from A, B, C or D with the + Control Pad.
2. Select Area type from A, B or C with the + Control Pad.
3. Highlight Cursor Change and select from Auto or Manual with the + Control Pad.
4. When finished highlight OK or Reset with the + Control Pad and press Button A. OK inputs settings, and Reset cancels all changes and reverts the settings to default.



### Notes

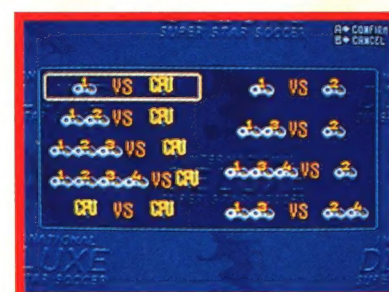
- You can set up to four Cursor changes.
- L and R buttons open the Cursor Change window at the bottom of the screen.
- When playing a match, R changes Cursor
- Press and hold R to cycle through players with Cursor (until you reach the player to control).
- Return to the Edit Screen when you've finished setting the controls.



## Player Number Settings

1. Set the number of players to compete in the match.
2. When finished, return to the Edit screen.

**Note:** The number of team members cannot be changed in the Mini League or Mini Tournament Modes.



## Uniforms and Uniform Color Settings

1. Choose from the 2 types of strip types and press Button A.
  2. Select Shirt, Shorts and Socks to be changed.
  3. Cycle through the RGB colors to find the strip color you like.
- When finished highlight Exit or Reset with the + Control Pad and press Button A. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.







# Game Parameters & Player Numbers

## Parameters

1. Button L changes the player number and position. R changes to Yellow or Red Card.
2. Pick number of player to change.
3. Press the + Control Pad up or down to select ability, and left or right to add or subtract points from that ability (points available depends on the team).
4. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.



## Parameter Error Types



Default



Parameter Increase



Parameter Decrease



## Player Number Change

1. Select a number.
  2. Select a new number.
  3. Confirm the new number and press Button A to select.
- When finished highlight Exit or Reset with the + Control Pad and press Button A. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.



## Controller







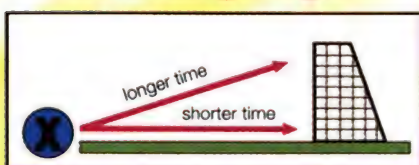
# Offense Movement Controls

Dribble	⬇ towards A	
Dash Dribble	⬇ + Y	
Pass	⬇ + B	
Long Pass	⬇ + A	
One Two Pass	⬇ + B (and hold)	
Through Pass	⬇ + R + A (normal)	⬇ + R + B (Grander type)
Heel Lift	Y + A	
Feint	Y (tap lightly)	
Throw	⬇ + A (for high toss)	⬇ + B (for straight toss)
Lift	A (high lift)	B (for low)
Corner Kick Direction	⬇	
Corner Kick	A (for high kick)	B (for passing)    X (to shoot on goal)
Free Kick	A (for high kick)	B (for passing)    X (to shoot on goal)
Shoot	⬇ + X	
Heading	⬇ + X	
Overhead Shot	⬇ + X (facing opposite goal)	

## Shoot Course



### Shooting Angle



Hold X for a longer or shorter time to change the height of the kick.

### Loop Shot



Use the ⬇ Control Pad to change type of shot (refer to 6, 7 and 8 in Shoot Course above).





## Defense Movement Controls

Move	⬆ (in desired direction)
Dash	⬆ + Y (press twice to speed up)
Charge	B
Shoulder Charge	X + A
Sliding Tackle	⬆ + A
Clear	⬆ + X
Change Cursor	R



## Keeper Control

These functions only work when Keeper is under Manual control.

Catch	⬆ + A (for high balls)
	⬆ + B (for low balls)
Throw	⬆ + B (press and hold for under throws) (tap for over throws)
Kick	A
Change to Keeper Control	L + R
Auto Save	X



## Other Controls

Change Cursor	R
Change Positions	L (to cycle through choices) L + A, B, X, Y (for manual selection)
Open Edit Screen	Select Button
Lifting	A (high) B (low)



## Replays

Scoring a goal automatically brings you to the Replay screen. Press Start at any time in the game to see a replay.

**Note:** Cancel the replay at any time by pressing Start.

Start	B
Pause	X (or Y)
Repeat	A





## Scenario Mode (for 1-4 Players)

Pick from any of the 12 different scenarios. Finish the Scenario successfully and you can see the game credits.

1. Highlight Scenario Mode and press Button A.
2. Choose scenario 1 to 12, then press Button A to start the game.

### Notes

- A mark appears on all Scenarios you've cleared.
- Scenarios are preset, and settings can't be changed.



### Winning Scenarios

- Each match you win counts as a Clear. Clear all the rounds to win the Scenario.
- Tie scores are counted as losses.



## PK (Penalty Kick) Mode (1 to 4 Players)

1. Highlight PK and press Button A.
2. Pick the number of players competing.
3. Use the + Control Pad to select the teams competing.
4. Pick five players from each team, and press Button A to select.  
To change players, press Button B to enter the Settings screen.

### Penalty Kick Rules

Five players take penalty kicks on the goal. If the score is tied after five kicks, play continues until one team gains a two point lead. Player selection is made through the Player Select screen.

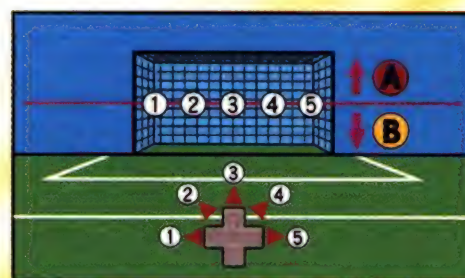


### Kicker Movement

1. The + Control Pad controls the direction of the kick.
2. When starting the kick, press Button A for a high kick or Button B for a low kick.

### Notes

- Depending on your timing, you may be able to perform a speed kick or the ball may go over the goal net. Watch your timing!
- If you don't press Button A or Button B before kicking, the ball will move directly forward.



Kick and Keeper Movement Directions

### Keeper Movement

1. The + Control Pad selects the direction the Keeper moves.
2. After pressing the + Control Pad, press Button A to catch a high kick, Button B to catch a low kick.

**Note:** Do not wait until the ball is kicked to start the interception.





# Training Mode (1 Player Only)

Learn the basic movements and practice in the Training and Challenge Modes.

1. Highlight Training and press Button A to select.
2. The + Control Pad highlights Training Mode or Challenge Mode. Select by pressing Button A.



## Training Mode

1. The + Control Pad to highlight the mode and Button A to select.
2. Press Select at any time to exit the Training Mode.

## Challenge Mode

1. The + Control Pad highlights a character, and Button A inputs it. You can choose a name of up to 3 characters.
2. Highlight the type of challenge and press Button A to select.
3. Highlight the level of difficulty (1-4) and press Button A to select. The game starts after you press Button A.
4. After you finish, a scorecard and message appears on screen, showing how well you did.

## Note

- Get the high score in either mode and the High Scores Window appears.
- To check players see page 12.



# Option Mode

Change game settings and conditions.

1. Place the Cursor next to Options and press Button A.
2. Highlight the option to change and press Button A to select.

Use the + Control Pad to set options on screen

<b>Game Level</b>	Select 1 through 5 (1 is the easiest, 5 is the most difficult).
<b>Game Length</b>	Select 3, 5 or 7 minute Halves.
<b>Foul Option</b>	Play with or without penalties
<b>Sound</b>	Choose from Mono or Stereo sound.
<b>Rules</b>	Select to play with or without Offside fouls; Play with or without Yellow and Red Card fouls; Select V Goals; Change numbers.



# Passwords

In the Open Game, Mini League, Mini Tournament, International Cup, World Series and Scenario Modes, a password is given so you may continue the game at a later date. Don't forget to write the passwords down!

1. Move the Cursor to Password and press Button A.
2. The + Control Pad highlights a character, Button R selects space to input the character. Button B cancels.
3. When finished, move Cursor to OK and press Button A. If the password is correct, the match begins.



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